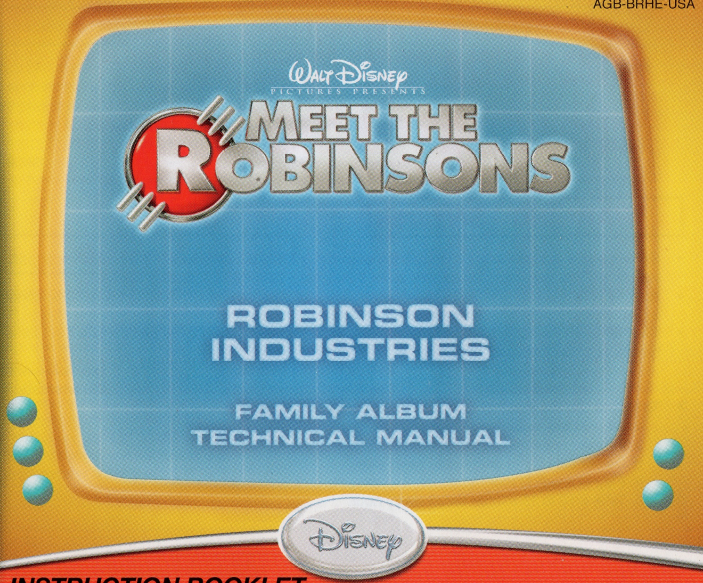
AGB-BRHE-USA



WALT DISNEY PICTURES PRESENTS

MEET THE ROBINSONS

ROBINSON INDUSTRIES

FAMILY ALBUM TECHNICAL MANUAL

Disney

GAME BOY ADVANCE®

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

  Convulsions
  Altered vision
  Eye or muscle twitching
  Involuntary movements
  Loss of awareness
  Disorientation
- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

EVERYONE
E
CONTENT RATED BY
ESRB

LICENSED BY
Nintendo®

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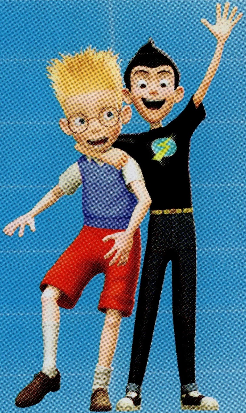


Walt Disney
PICTURES PRESENTS

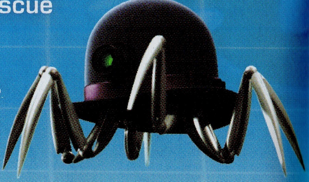
MEET THE ROBINSONS

The evil Little Doris

and her villains have invaded the Robinson house and enslaved everyone in the Robinson family except Wilbur and Lewis.

Play as Wilbur or Lewis, and venture from the present to the future, in an attempt to rescue all of your family members and neutralize Little Doris once and for all.

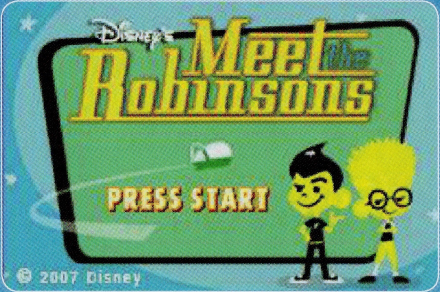
To aid you on your perilous missions, refer to this Instruction Manual. Good luck and happy time traveling!



Getting Started

1. Make sure the POWER switch is OFF.
2. Insert **Walt Disney Pictures Presents Meet The Robinsons** Game Pak in the Game Boy® Advance slot.
3. Turn the POWER switch ON.

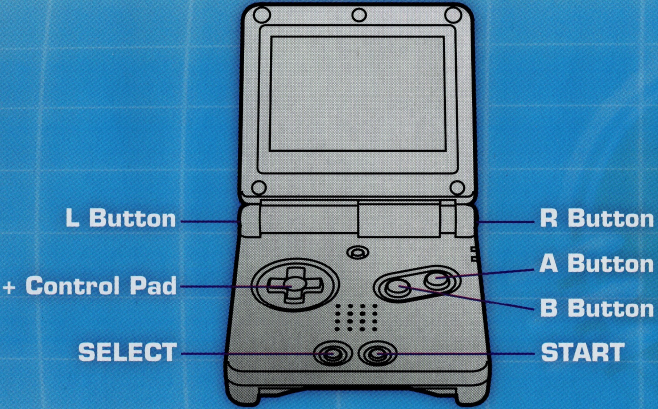
NOTE: Walt Disney Pictures Presents Meet The Robinsons Game Pak is designed for the Game Boy Advance system.


Disney's
Meet the Robinsons
PRESS START
© 2007 Disney

Title Screen

When the title screen appears, press **START** to proceed to the Main Menu.

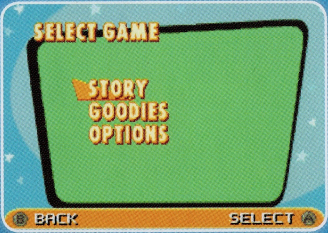
Menu Controls


L Button
R Button
A Button
+ Control Pad
B Button
SELECT
START

+Control Pad	Highlight menu options
A Button	Select option
B Button	Return to previous screen

Game Modes

There are two main game modes:
Single Player Story and Goodies.


SELECT GAME
STORY
GOODIES
OPTIONS
B BACK
SELECT A

Single Player Story

Rescue your family and defeat Little Doris. Play as Lewis in top-down missions, Wilbur in side-scrolling missions, or by flying the Time Machine.

Goodies

Play bonus modes, activate cheat modes, and view the collectibles you've found during your adventures.

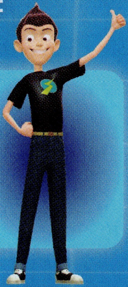
Options

From here you can change in-game options as well as view game credits.

Playable Characters

Play one of three characters as you battle against Doris and her evil minions:

Lewis
the boy genius



Wilbur
the hyperactive troublemaker

The Time Machine
the Robinson family's greatest invention

HINT: Characters are automatically selected by mission.

Lewis Controls

Solve Doris' fiendish puzzles using these controls:

+Control Pad Up	Move North
+Control Pad Down	Move South
+Control Pad Left	Move West
+Control Pad Right	Move East
A Button	Jump
B Button	Use Invention / Interact with Object
B Button & +Control Pad Left/Right/Up/Down	Push / Pull Object
Hold L Button	Enter Invention Selection
Hold L Button & +Control Pad Left/Right	Swap Invention
SELECT	Enter Inventory
+Control Pad Left/Right	Flip between Blueprints
START	Pause Menu

Wilbur Controls

Stay out of trouble using these controls:

+Control Pad Left	Turn / Move Left
+Control Pad Right	Turn / Move Right
+Control Pad Up	Aim Up
+Control Pad Down	Aim Down
Hold R Button	Crouch
Hold R Button & +Control Pad Left/Right	Crouch into Roll
A Button	Jump
B Button	Use Invention
B Button	Interact with Object
B Button/+Control Pad	Push / Pull Object
Hold L Button	Enter Invention Select
Hold L Button & +Control Pad Left/Right	Swap Invention
SELECT	Enter Inventory
+Control Pad Left/Right	Flip between Blueprints
START	Pause Menu

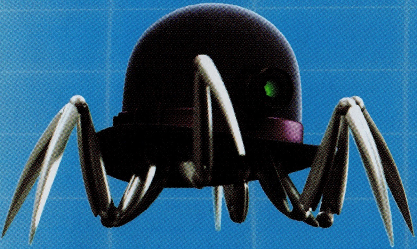
Time Machine Controls

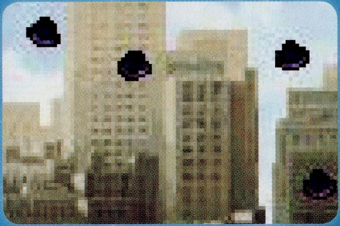
Take control of the Robinson Time Machine.

+Control Pad	Direction of Travel
L Button	Speed Boost
Tap A Button	Fire Laser
R Button	Anti-Matter Wave
Hold B Button	Raise Shield

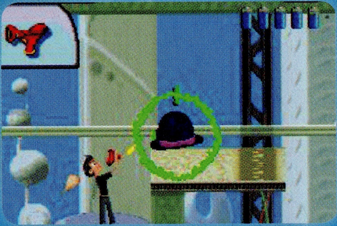
Villains

Travel into the future to take on these evil-doers and more!

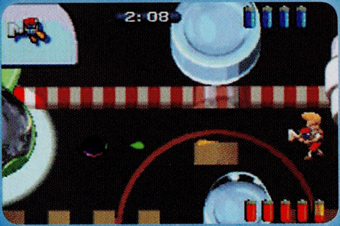




Little Dorises
The core of Little Doris's army



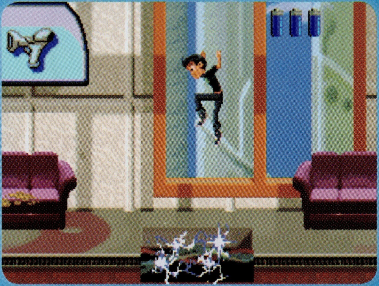
Mega Doris
A giant version of Little Doris



Little Doris
The Robinson's arch-enemy

Hazards

Watch out for nasty hazards as you battle your way through time.



Electric Hazards

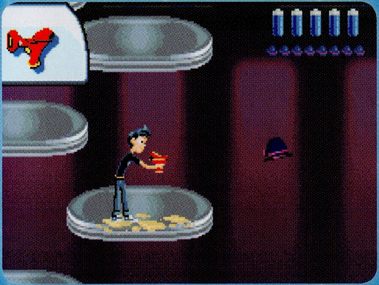
Little Doris has been re-wiring the Robinson House and Robinson Industries, creating deadly traps everywhere!

Pits

You must traverse using moveable platforms or with the help of inventions.

Health and Batteries

You'll begin the in-game missions with five batteries which are displayed on your HUD.

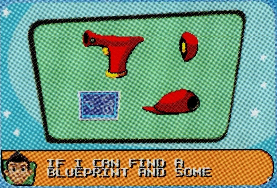


Additional batteries can be picked up within the missions. Each time you're hit, you lose a battery. If you run out of batteries, you will need to restart the level.

Inventions also drain your batteries. If a battery is completely drained, it will be removed, effectively losing life from overuse.

Blueprints

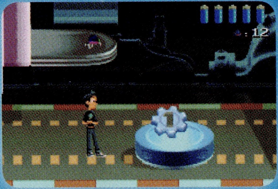
Blueprints are found in missions. Blueprints are your keys to acquiring new inventions that will get you through the levels.



IF I CAN FIND A BLUEPRINT AND SOME

Blueprints

Complete a mission and earn a blueprint. Find all three corresponding invention pieces in the next mission to activate that invention's mini-game.

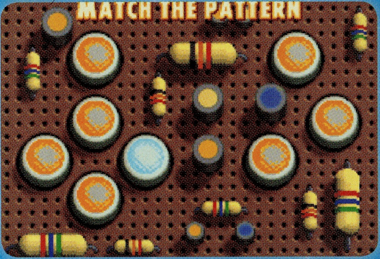


Invention Pieces

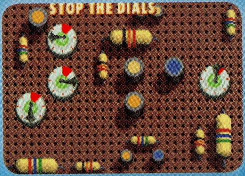
Once all three of the invention pieces have been found, an Invention Activation mini-game will appear on the blueprint. Press the **A Button** to start the mini-game.

Invention Activation Mini-Games

Complete the mini-games to activate and be able to utilize your new invention.



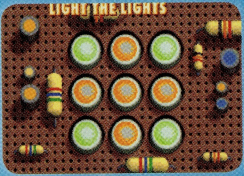
Match the Light Sequence
In this memory game, the lights are laid out to match the positions of the buttons.
A sequence of lights will play.
After the sequence completes, press the buttons to match the sequence.



Stop the Dials

A game of timing and skill. The dials are laid out to match the positions of the buttons on your GBA. To stop a dial from spinning, press the corresponding button when the dial is in the red section. Be careful, if you miss, all of the dials will start spinning again.

Hint: Try the faster moving dials before you do the slow ones.



Light the Lights

A game of reason. Each direction on the **+Control Pad** toggles a different group of lights: lights within the group that are on will turn off and lights within the group that are off will turn on. Figure out which directions you need to press to get all 9 of the lights on at the same time.

Hint: When you start, press each direction on the **+Control Pad** several times by itself to learn what group of lights that direction controls.

Lewis' Inventions

When you play Lewis, you can use these cool gadgets:

Meatball Cannon

Is a Little Doris in your way? Defeat it by firing meatballs at high velocity.

Deflector Bubble

This highly protective bubble shield can float over hazards and deflect enemy shots back at them. **Warning:** It is challenging to maneuver.

Hover Boots

Is an open pit stopping your progress? Clear it with your handy Hover Boots.

Holo-Map

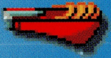
Wanna know what's around you? Scan the area for invisible switches and platforms with your Holo-Map.

Gravitron

Metal crates in the way that are too big for you to pull? Move in close and drag them towards you with the Gravitron.

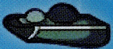
Wilbur's Inventions

Wilbur also has a set of handy inventions to aid him throughout his adventures.



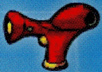
Time Pauser

Better than glue, this handy device halts moving platforms and stops enemies in their tracks.



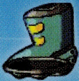
Time Reverser

If stopping time isn't good enough, reverse it. Reverse moving platforms, re-build destroyed crates, and even send enemy shots right back to them!



Pizza Gun

Fires wads of pizza dough, goo-ing up enemies. Pepperoni not included.

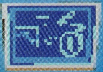


Rocket Boots

Need an extra boost up? Perform super jumps with the Rocket Boots.

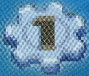
Pick-Ups

Improve your chances for success with pick-ups.



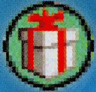
Blueprint

Acquiring a blueprint for a new invention allows you to find and assemble the invention's pieces.



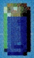
Invention Piece

You must find all three invention pieces for a particular invention in order to activate and then use it.



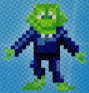
Present

Presents give you special items such as Portraits, Action Figures & images of Time Machines that are viewable from the Goodies menu.

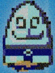


Battery

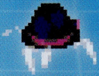
These all-important pick-ups extend your life by 1 unit.



Franny's Frogs
Locating all of Franny's Frogs will unlock bonus inventions for Lewis to use.



Inventco Egg Timer
Collect all of the Egg Timers in the Lewis Levels, Wilbur Levels, Time Machine Levels and Boss Levels to unlock the secret bonus.



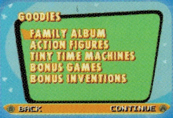
Bowler Hat (Little Doris)
On some levels you can destroy all the Little Dorises and unlock objects.

Collectibles

Collectibles are awarded by finding Present Pick-Ups hidden in the levels. The more you play, you will also be able to collect bonus inventions.

Portraits

Collect portraits of members of the Robinson family. Select Portraits from the Goodies menu to view them.


GOODIES
FAMILY ALBUM
ACTION FIGURES
TINY TIME MACHINES
BONUS GAMES
BONUS INVENTIONS
BACK
CONTINUE

Action Figures

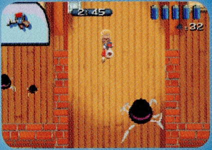
Every person and enemy who appears in the game can be collected, and all their animations viewed in the Action Figures section of the Goodies Menu.

Time Machines

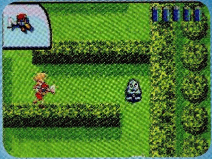
The Time Machine collectibles are images of the prototype Time Machine featured in the film. Select Time Machines from the Goodies menu to view them.

Bonus Modes

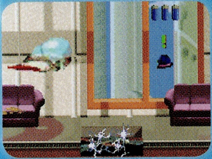
If standard game mode is not enough for you, enjoy these great bonus games unlocked by completing the game's story mode, defeating all the Little Dorises in every level, destroying all the Little Doris Travel Tubes in every level, and rescuing all the Robinson Industries Workers in the game.



Doris! Doris! Doris!
Unlocked by finding all the Bowler Hats in the game, this bonus mode lets you shoot all the Bowler Hats you can find with the meatball gun before the timer runs out.



Gotta Get 'Em All
Help Lewis collect all the egg timers within the level before time runs out.



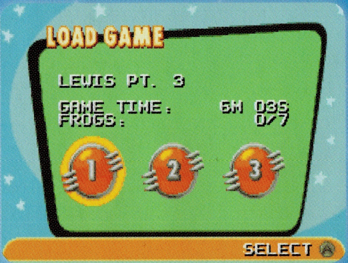
Tiny Time Machine
Replay a selection of side-scrolling levels using a mini time machine. Hit the checkpoints to reach the time warp before the timer runs out. Unlocked by all boss levels.

Doris Attack
Use the Tiny Time Machine to defeat all the Little Dorises in the level.

Save the Game

Walt Disney Pictures Presents Meet The Robinsons uses in-cartridge **EEPROM** to save game data. Saving occurs automatically upon completion of a level.

Do NOT turn off your GBA during the saving process.



LEWIS PT. 3

GAME TIME: 6M 03S
FROGS: 0/7

The following information will be stored on the **EEPROM**:

- Play duration: the total time played
- Last level played
- Unlocked levels
- Inventco Egg Timers found
- Frogs found
- Presents found
- Teleporters destroyed

Customer Support Information

Internet Support

To access support for Buena Vista Games on the World Wide Web, point your browser to **www.disney.com/videogames** and click on "Support" at the top of the page.

Games Hints and Tips

Game hints and tips are available on our Customer Support website. To access Game Hints and Tips on the World Wide Web, point your browser to **www.disney.com/videogames/support**.

Mailing Address

If you wish to write us, our address is:
Attn: Buena Vista Games Customer Support,
500 South Buena Vista Street, Burbank, CA 91521-9323

Telephone Support

You may contact Customer Support at **(888) 817-2962**. If you need additional information, our Customer Support staff for the U.S. and Canada is available Monday through Friday from 8:30 a.m. to 5:30 p.m. (Pacific Time).

TTY/TDD Users

Please contact us by telephone through your local relay service. Customer Support staff for TTY/TDD users is available Monday through Friday 8:30 a.m. to 5:30 p.m. (Pacific Time). Our toll free number is **(888) 817-2962**.

©Disney

Limited Warranty

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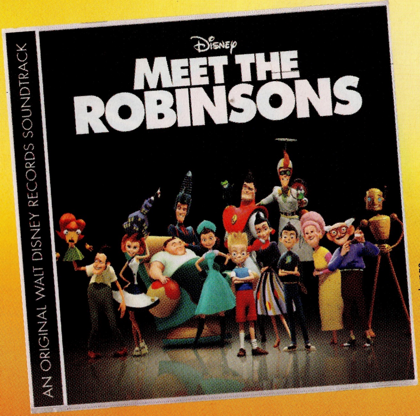
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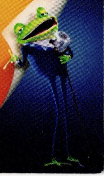

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